

Computing Environment 100

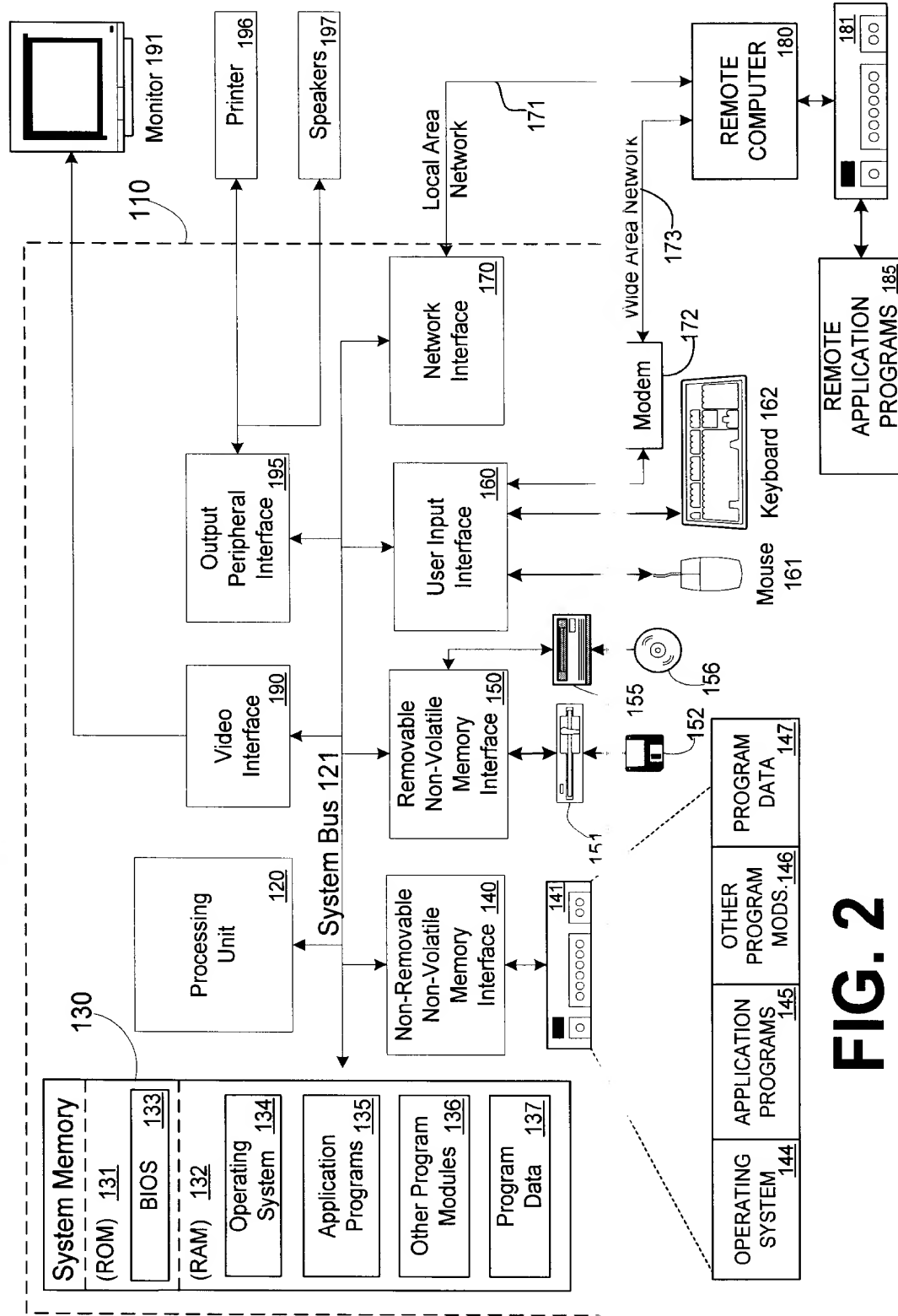
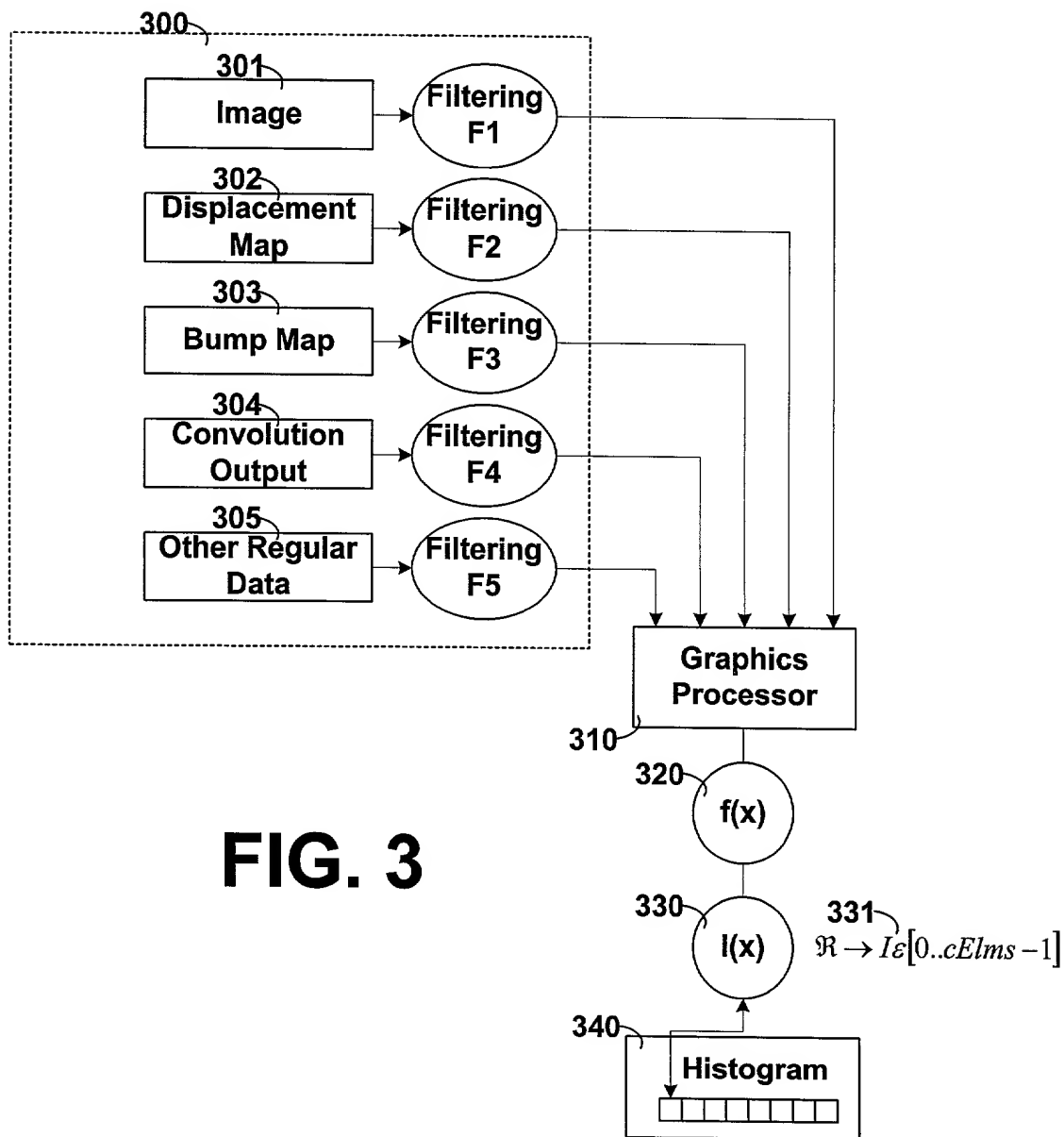


FIG. 2



405

400

```
HRESULT ResetHistogram(); 410
HRESULT SetHistogramState( D3DHISTSTATE StateToSet, DWORD dwStateValue );
typedef enum _D3DHISTSTATETYPE 415
{
    D3DHIST_SIZE,           // number of elements in the histogram
                           // actual count is 2 more for below-min and above-max
    D3DHIST_FMIN,           // (float)
    D3DHIST_FMAX,           // (float)
    D3DHIST_FUNCTION        // function to map fragment to histogram element index
} D3DHISTSTATETYPE;
```

FIG. 4

500

```
//  
// Different ways to histogram a fragment color  
//  
#define D3DHISTFUNCTION_R      1  
#define D3DHISTFUNCTION_G      2  
#define D3DHISTFUNCTION_B      3  
#define D3DHISTFUNCTION_A      4  
#define D3DHISTFUNCTION_YUVY    5  
#define D3DHISTFUNCTION_YUVU    6  
#define D3DHISTFUNCTION_YUVV    7
```

FIG. 5